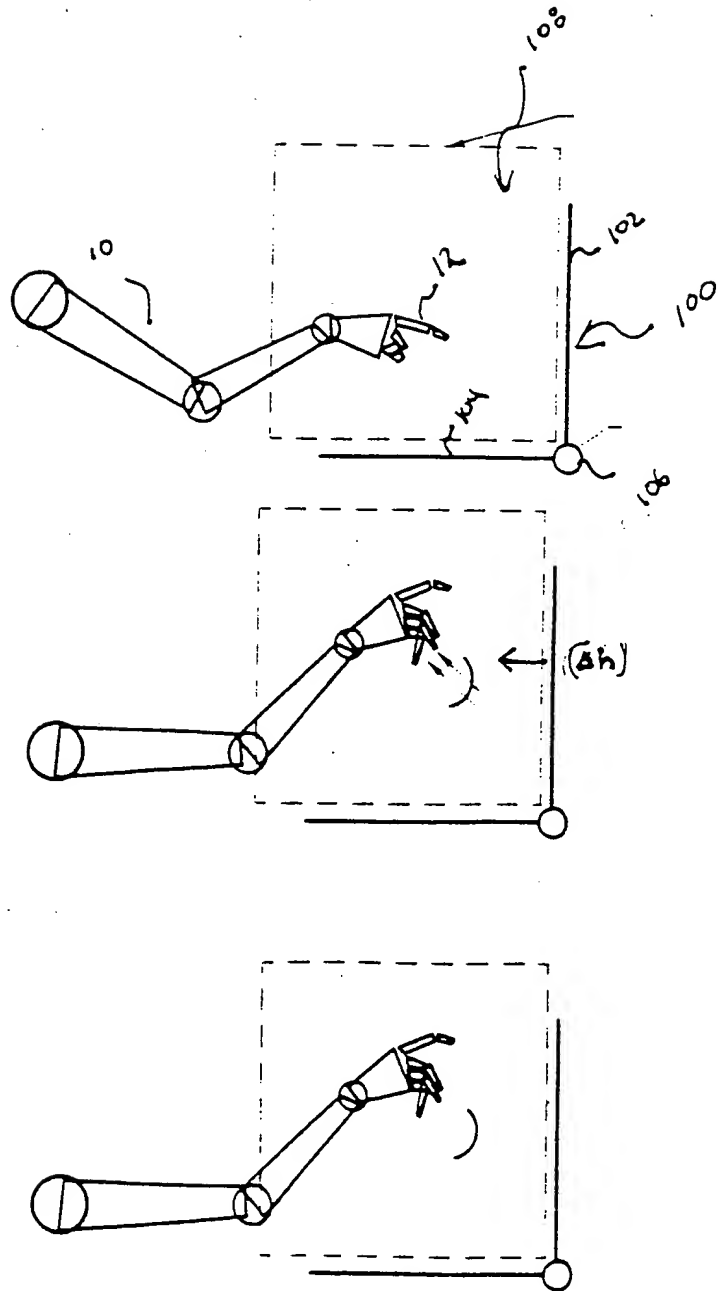
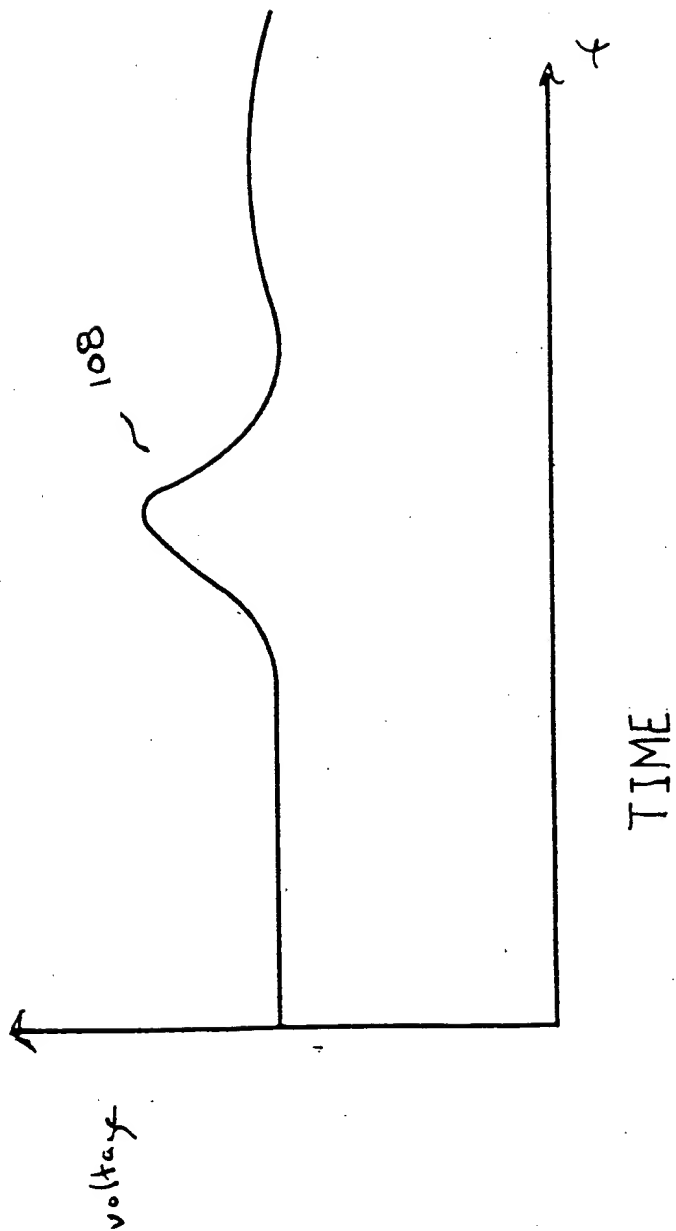


Fig. 1



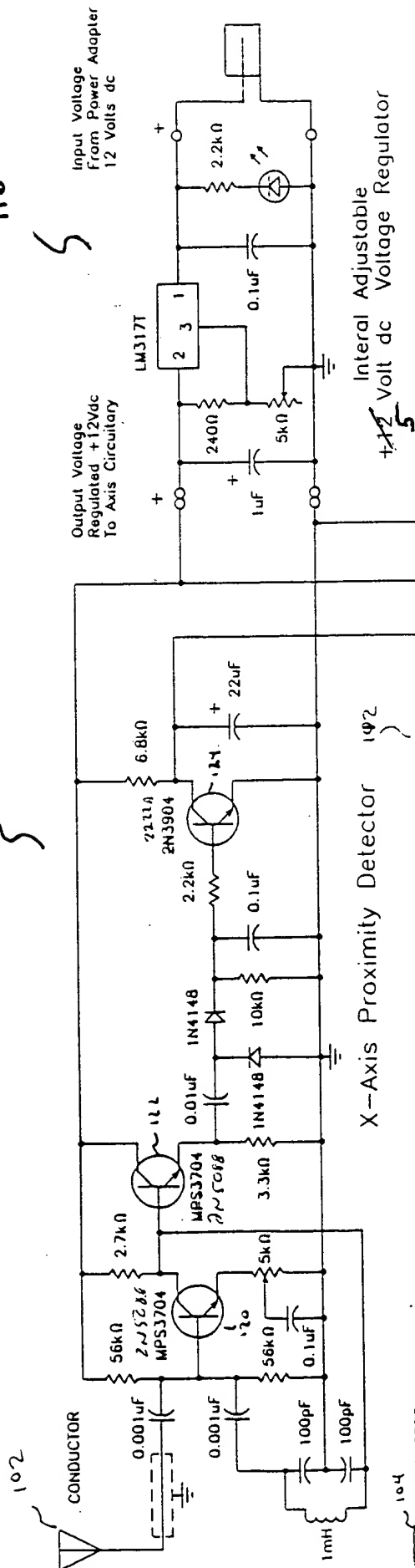


Bounce Example

Fig 2

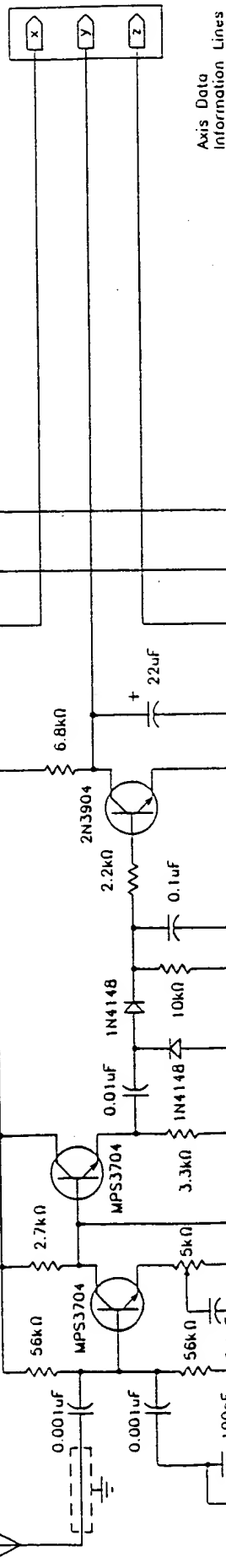
110

116



118

Fig. 3



200 2

202

GET INPUT CHANNELS FROM I/O DEVICE
ERASE ANY OLD CURSOR GRAPHICS
GO THROUGH ANY INITIAL CALIBRATION
OR RE-CALIBRATION STEPS CALLED

204

RECALL CHANNEL VALUES STORED DURING
CALIBRATION AND SUBTRACT THESE VALUES
FROM INCOMING NEW CHANNEL VALUES.
THESE VALUES ARE THE RAW MOVEMENT
VECTORS FOR THE CURSOR.

206

ADJUST RAW VECTOR VALUES TO BEST FIT
THE SCREEN RESOLUTION WITH A
MULTIPLIER OR A DIVISOR. THE DIVISOR
MAY ALSO BE USED TO ALTER THE
EXPONENTIAL NATURE OF THE DATA.
THE RESULT IS FITTED VECTOR DATA.

208

APPLY VECTOR QUANTITIES IN AN ADDITIVE OR
ABSOLUTE SENSE TO PREVIOUS COORDINATE
DATA WHERE (X,Y) ARE MOVEMENT AND (Z) IS
SCALE. BOTH THRUST AND A RUBBER-BAND
EFFECT MAY BE ESTABLISHED THIS WAY
THROUGH ABSOLUTE AND ADDITIVE MEANS.
SCALE IS USUALLY ALWAYS ABSOLUTE.

210

PLOT THE CURSOR IN ITS NEW POSITION USING
VECTORS ADDED TO OLD COORDINATES
(ADDITIVE) OR TO DEFAULT POSITION / SCALE
(ABSOLUTE) WHERE, FOR INSTANCE, ONE VECTOR
IS -X, ONE IS +X, AND ONE IS +Y, AND ONE IS -Y
AND THE AVERAGE OF THE ABSOLUTE -VALUE SUM
OF THE FOUR IS THE Z VECTOR WHERE A QUAD
PANEL IS USED.

FIG. 4

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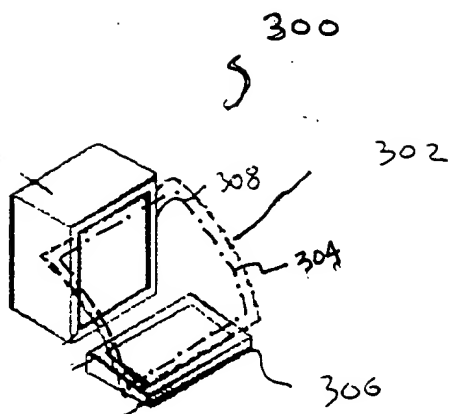


Fig. 5a

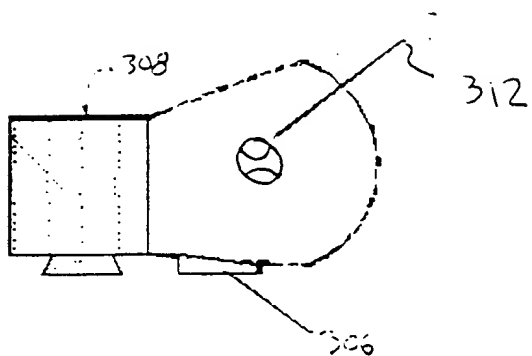


Fig. 5b

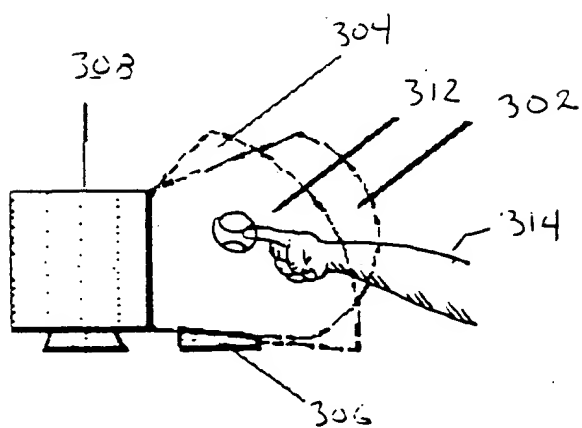


Fig. 5c

FIG 5

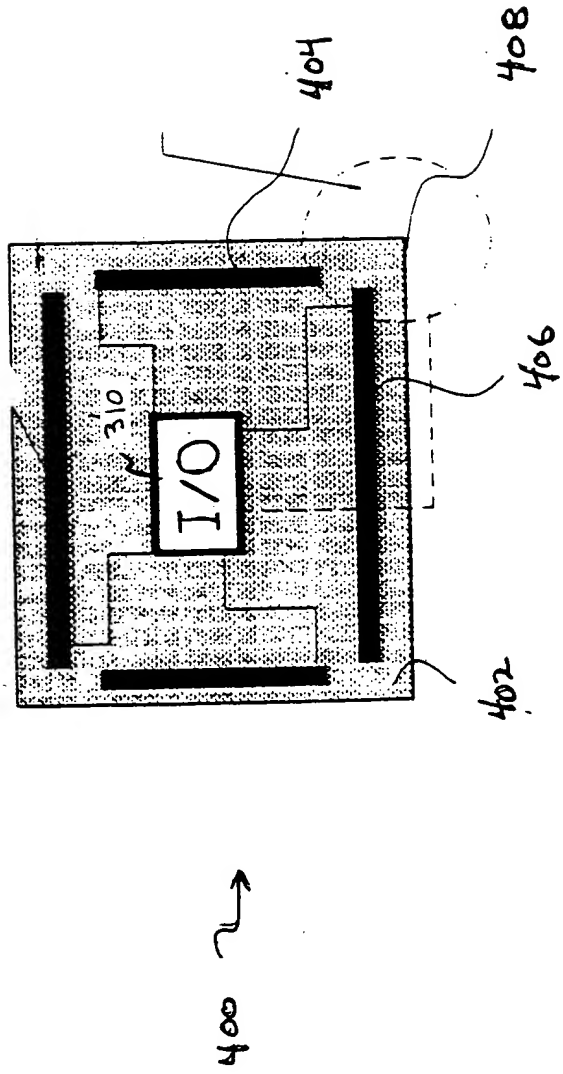


FIG 6

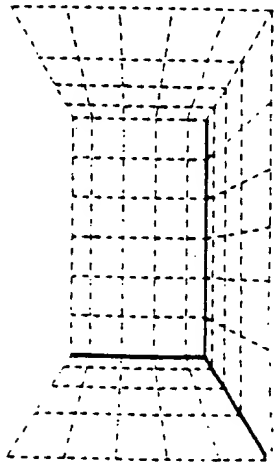


Fig. 7a

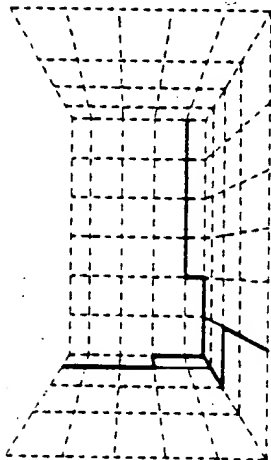


Fig. 7b

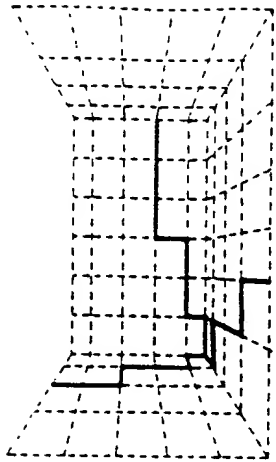


Fig. 7c

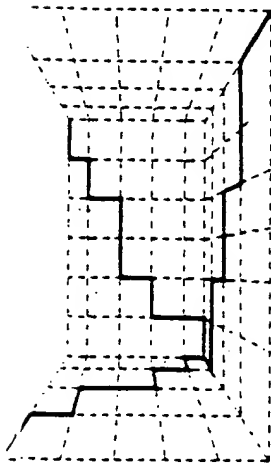


Fig. 7d

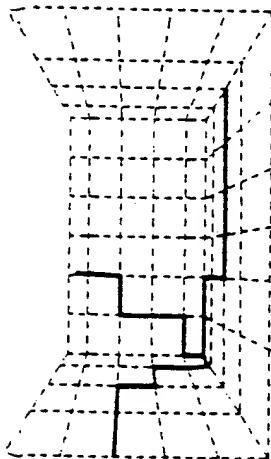


Fig. 7e

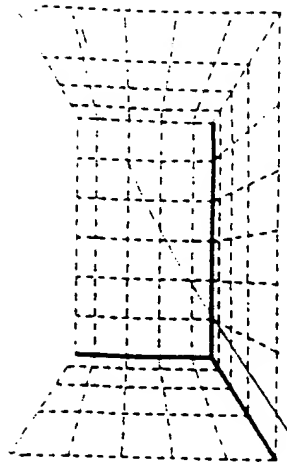


Fig 7f

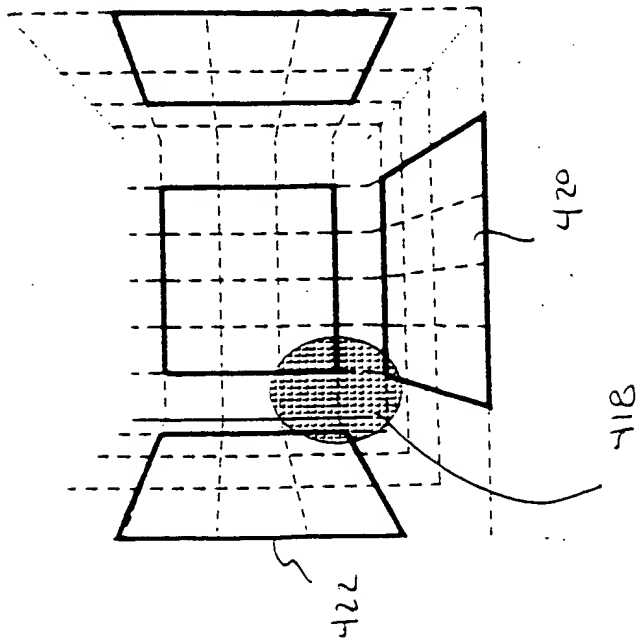


Fig 7g

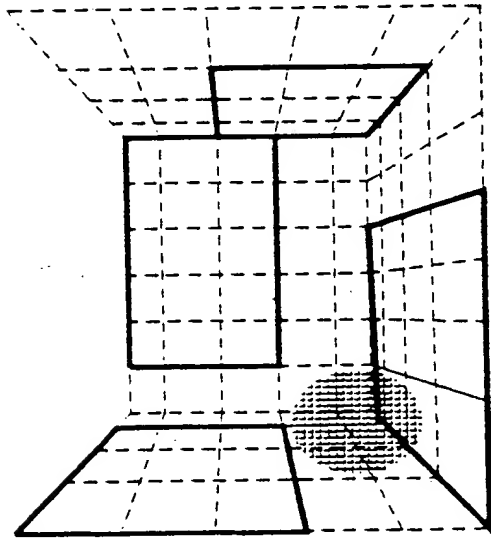
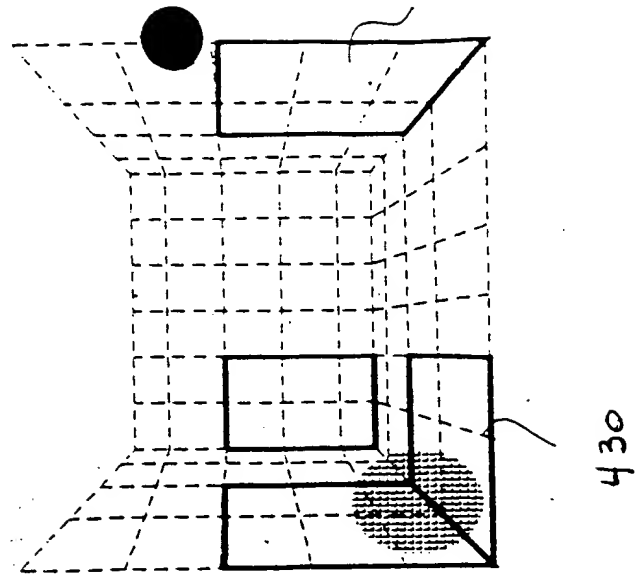


Fig 7h



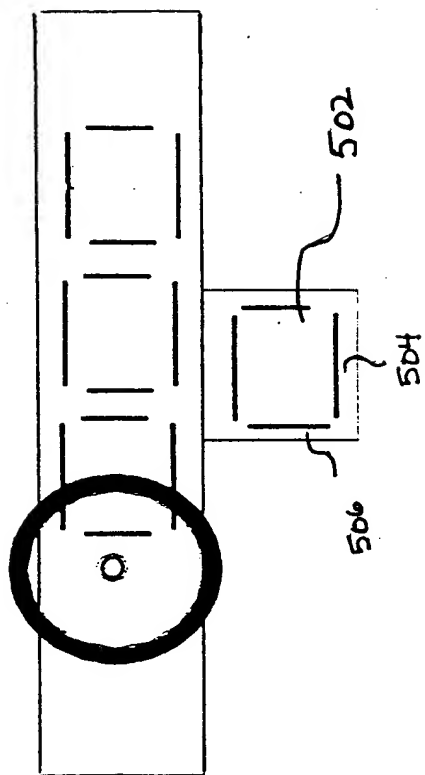


Fig 8

FIG 9

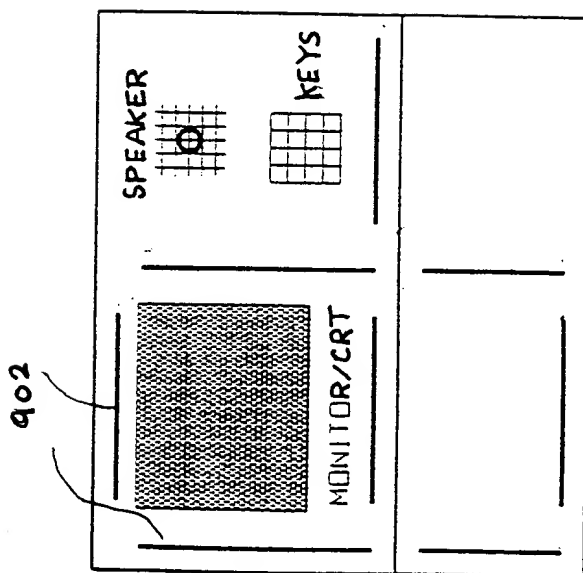
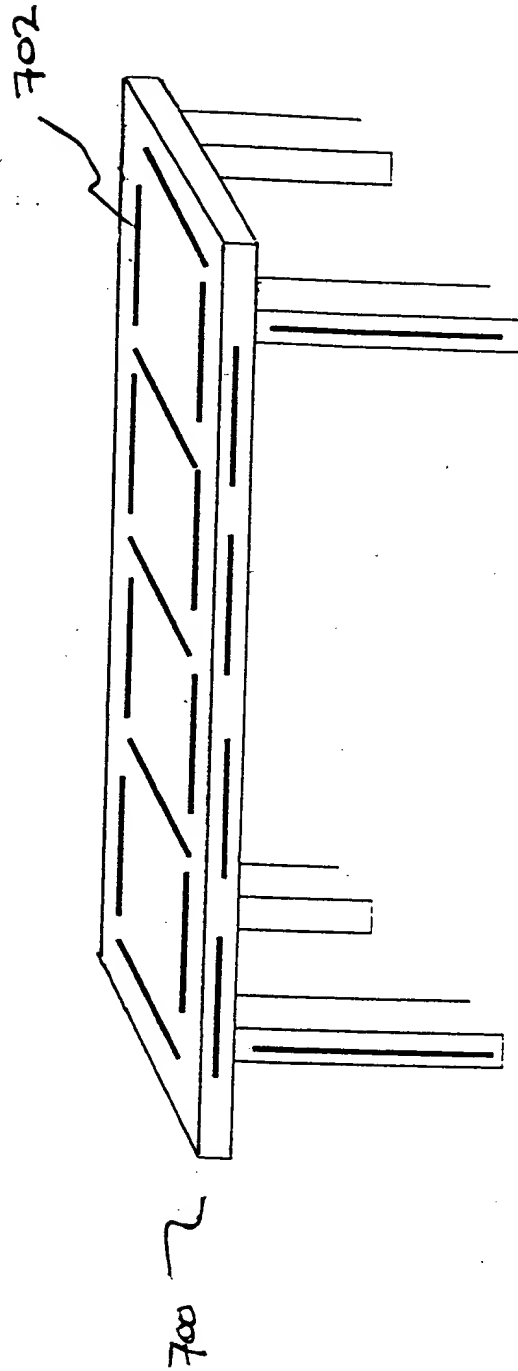


Fig. 10



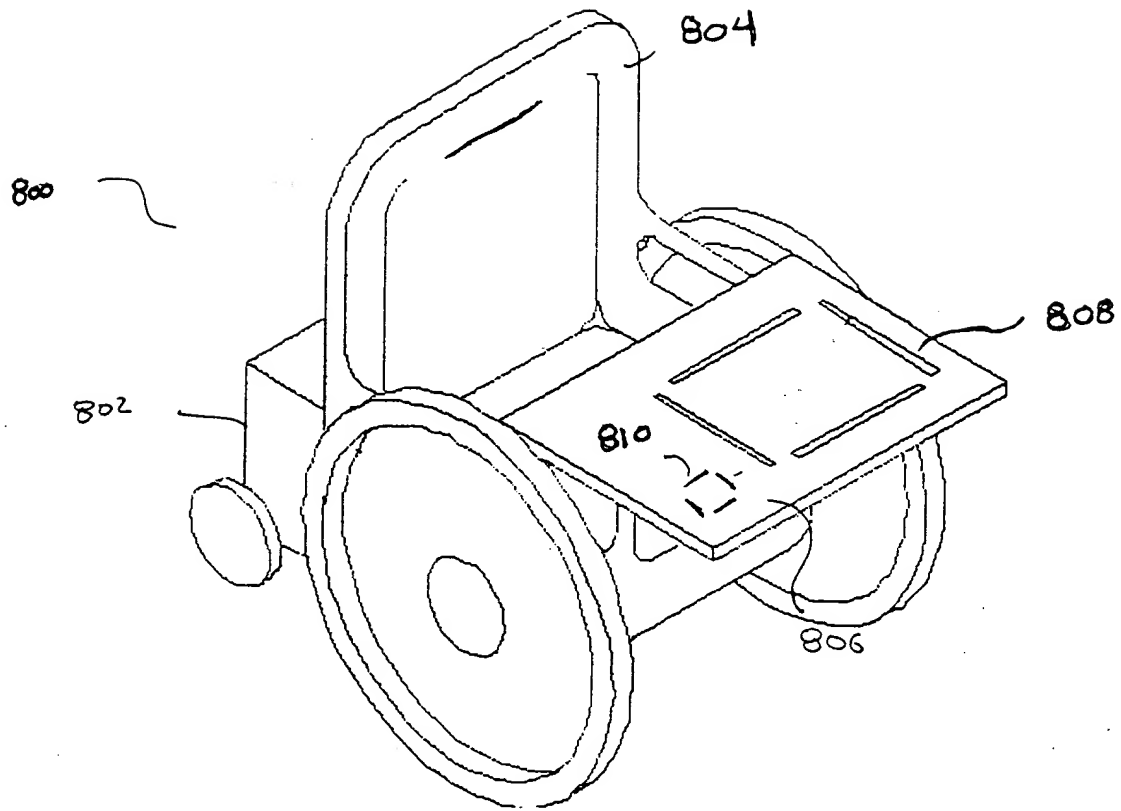


FIG. 11

FIG. 12

